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ASSASSIN'S CREED SHADOWS

GAME REVIEW

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Assassin's Creed Shadows Game Review.

Version Played Xbox Series X/S - Play time 95 hours.

Assassin's Creed Shadows is a 2025 action role-playing game developed by Ubisoft Quebec and published by Ubisoft.

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ASSASSIN'S CREED SHADOWS

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

The game is the fourteenth major installment in the Assassin's Creed series and the successor to Assassin's Creed Mirage (2023).

ASSASSIN'S CREED SHADOWS

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Set in 16th-century Japan towards the end of the Sengoku period, the game focuses on the millennia-old struggle between the Assassin Brotherhood,

who fight for peace and liberty, and the Templar Order, who desire peace through control.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

You play assassin`s creed shadows from the perspective of the two main protagonists:

Fujibayashi Naoe and Yasuke.

The two protagonist both have a different game-play style, allowing quests to be approached in multiple ways.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Fujibayashi Naoe game play style is classic stealth game-play in the tradition of older assassins games and Yasuke game play style is more direct.

Shadows was released for PlayStation 5, Windows, Xbox Series X/S on March 20, 2025.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Assassin's Creed Shadows is an action-adventure stealth game similar to its predecessors.

It is developed on an upgraded version of Anvil, using dynamic lighting and environmental interactions.

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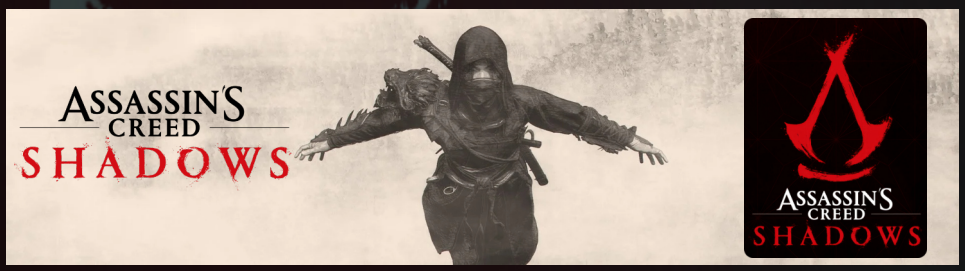
Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Improvements include the addition of breakable objects and the ability to manipulate shadows and use a grappling hook for parkour game play.



Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

The game's open world, whose size is comparable to that of Assassin's Creed Origins, progresses through seasons, each affecting game-play, including frozen water and icicles in winter, long grass and blooming plants in spring.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Missions are non-linear, encouraging players to track and eliminate targets freely; in a change from previous games, vantage points exist to help the player look for points of interest, not to mark objectives.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

New game-play features include the ability to crawl along the ground, helping the player avoid detection and pass through small openings.

The character can venture into shallow water, breathing through a bamboo stick.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Eagle vision makes a comeback, but unlike Assassin's Creed Mirage, it does not reveal Non Playable Characters through the walls as enemies are denoted in red, while allies are highlighted in orange.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Naoe and Yasuke can enter a new mode called "Observe", a fast and easy way of gathering information about targets.

This mode is also available while crouching on high vantage points, enabling players to closely examine newly discovered places.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Hiding in shadows makes a player character invisible to her enemies, both indoors and outdoors, so players may choose to destroy lit lanterns with Shurikens.

Moving while crouching enables a player to move silently across creaking floors.

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ASSASSIN'S CREED SHADOWS

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Players can switch between characters as they progress through missions.

A diverse selection of historically accurate weapons is available, from katana and the kanabō war club to yari spears, shuriken, kunai, and the kusarigama.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Each weapon comes with its own skill tree, enabling players to improve their proficiency.

Yasuke's combat features destructible environments and realistic weapon impacts, providing a cinematic fighting experience and giving him a powerful long-range capability.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Meanwhile, Naoe brandishes the iconic hidden blade with its pivot feature to serve as a tantō, as well as using a kusarigama to fend off attackers, swinging its chain in wide arcs to create distance.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Naoe employs stealth tactics with an agile and lethal play-style, hiding in the rafters and ambushing enemies through Shoji paper doors.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

The first major game-play details were announced on May 15, 2024, along with the final name and release date.

It was also later revealed that Ubisoft Quebec who previously developed Assassin's Creed Odyssey and Assassin's Creed Syndicate would be developing the game.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Development began in 2020, following the release of Assassin's Creed Valhalla.

Shadows is the first game in the series to be aimed at the ninth generation of video game consoles (PlayStation 5 and Xbox Series X/S).

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Upon the release of the video game's premiere trailer on May 15, 2024, the decision to feature Yasuke as a central character prompted criticism online from gamers.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Gamers on social media reacted negatively to the inclusion of a Black samurai protagonist instead of an indigenous Japanese one.

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Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Assassin's Creed Shadows was initially scheduled to release for PlayStation 5, Windows, and Xbox Series X/S on November 15, 2024.

In September 2024, Ubisoft announced that, despite the game being feature complete, they opted to delay the release to February 14, 2025.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

The company also canceled the game's season pass and refunded existing pre-orders, with future pre-orders set to include the first expansion for free.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

In a shift from Ubisoft's previous release practices, the PC version would launch simultaneously on Steam, Epic Games Store, and Ubisoft Connect.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

In January 2025, Ubisoft postponed the release once again to March 20, as the company explored its sale options and to provide developers with more time to implement additional changes.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Following complaints from Hiroyuki Kada of the Japanese House of Councillors and Shigeru Ishiba, Prime Minister of Japan, Ubisoft removed the ability to destroy certain objects within temples.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Assassin's Creed Shadows received "generally favorable" reviews from critics.

Assassin's Creed Shadows can be repetitive and a real grind at times when it come upgrading your gear and weapons, but that is nothing new when it comes to assassins creed games.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

Assassin’s creed shadows has solid combat.

I found the soundtrack to be annoying after while, that was an easy fix just turned it off.

The rough English dub i did not like that elmenent of the game.

Assassin's Creed Shadows Game Review Version Played Xbox Series X/S -

The amount of slopes in assassins creed shadows that Fujibayashi Naoe and Yasuke cannot climb is annoying.

Summary

So after 95 hours of play time i would say yes assassins creed is worth playing.